

# RollPlay



**GM NOTEBOOK**  
**ISSUE THIRTY-THREE**



# 1

## **Hello Patrons!**

With Far Verona Season One complete and the Court of the Void arc in the middle of all my prep, there's nothing new to report this month from the notebook. Instead, we take a trip back and grab not only the usual Swan Song and Mirrorshades notes, but five pages of prep for the Star Wars One Shot - Age of Rebellion. There's some favourites in here, including Titanfall and the introduction of a certain very doomed and extremely silly-named bounty hunter. Enjoy!

Thank you so much for your support, and welcome to Issue 33 of the GM's Notebook.

*Adam Koebel*  
*RollPlay GM*



# 2

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# 3

Swan Song

ERZOKU AND SWAN  
SONG EPISODE 26



## Yakuza meeting:

- ① they want the cyberdeck, because they'll sell it to Rensaku or some shit
- ② they're owed the deck because they've been helping Akiko with her brother on Yomi

• Noburo Ando + the Saint (who uses Mind Probe on Piani)

↓  
Yakuza

↳ gothic lolita elf mage

~~Yakuza~~ [Buzz Pickson]  
9,000¥

- ③ the offer is a chance to do the right thing. If they say no, the Yaks torch the hideout (where is the cage?)
- ★ chat costs?

## Erikizoku:

- The Turbo Nightmare send the PCs (by way of Kenji) a VHS tape demanding 1 billion yen for Nakamoto or they'll kill her - in the video she's hooked up to a machine, like morpheus
- Gold Star Superhighway (in the Zoku) is BQNBQ's cousin. Uh-oh.
- bQnd4d works for Nakatomi Corporation, a Fuchi sub, and is part of the team trying to take over Fujihara Technical Concern

Swan Song Ep. 26 (December 1<sup>st</sup>, 3200) • Rajani Van Doorn (Capt, Sicarian's Second)

- on Cabral, the ship is met by Alanna Durant + ~~Robert~~ Trudeau, who are both very happy but concerned for Prosper. They've both been recently interviewed by the Order of Annunciation about Prosper. They want him to come home and stay safe.

- At Prosper's house, dinner, drinks, catching up, the next day, Odette Rainier personally calls for Prosper to come to the House of Light Eternal to meet with her.

- Odette and Prosper debate religion, she tells him that the message was sent by Le Phantome herself, who wishes to see him in the Sanctum Divine.

- At the Sanctum, Prosper is delivered unto Le Phantome, THE END

[Prosper added as demagogue]

- Sicarian + Piani together doing stuff

~~Robert~~ (duel on Bezignos)

- Higgs gets a shuttle to Hammersbach city, on Bezignos (holy roman empire, 19<sup>th</sup> century style) to meet with Luminary

① Adisz Bonkole (the Problem) Polinz Gelman (the Bleed) Konstantin Fany (the Kill) Ms. Whirlwind (the Barricade)  
Wilbur Higgins Jr. (the Charter) and Alan Buford (the Fortune)

- ② Higgs' accent is Fake, his father is embarrassed by it

- ③ Higgs called the meeting, why?

- ④ The Barricade wants to know WTF w/ Sicarian

~ former cpt. ~  
(Dr. Edouard Rousseau)  
(Giselle Hobbes, robotics)

→ british



04.

**MIRRORSHADES**  
**EPISODE**  
**18**





# Mirrorshades: Episode 18

- Gold Star Superhighway will reach out to bōnbon, inviting her to a Zoku rave @ a warehouse in Chiba she wants to meet the runners and work out a deal (they'll trade Akiko for the deck if the PCs will do them a favour)
  - the Yakuza send goons to rip apart Kenji's sex-den looking for the deck but finding nothing (the PCs have the case already, right?) the case is well hidden in the apartment (TN 8 vs. die pool of 6)
  - the Saint, Tombstone + General X come to the house (where the PCs are) and the Saint uses magic to try and lure Breakdown out, to use him as leverage
    - she uses Mask + Control Thoughts to try to lure Breakdown out, and if shit goes wrong, uses invisibility to escape. Tombstone + General X wait outside in an armored van.
    - + a force 5 ~~elemental~~ <sup>water</sup>
  - Kyosuke (the landlord) is willing to help if he can, but violence totally puts him off
- [like before, Kenji wants Akiko returned because a) they used to be lovers b) she knows things and c) she's important to the company]

Akiko wants to be a) protected b) her brother protected on Yomi island]

(Kyosuke's boyfriend's name is Kai, he's Hawaiian-Japanese)

TN 7  
Thresh 2

\* start with Breakdown, "dreaming" (threshold 5)

- the Willamette River, on fire. Mom + Dad's car, you're a kid, a dragon flies overhead, dropping white feathers on the car, then your mom is bōnbon.

## KARMA

bōnbon is "mako", mom + dad estranged/separated

Yoshiro Inaba  
Hanako "  
Yoshi-kun (4)

Usagi Inaba → gold star

Fuehi → Nekatomi → merging

Shizawase → Kenji's corp

- meet in two hours @ the back entrance to Zepp, a casino + nightclub
  - > in the club are a dozen Yakuza + the shadowrunners

week 19

the Deck = hidden in the house

Breakdown = in the hands of the Yakuza (Watzada Pengo Gumi)

Akiko = in the hands of Turbo Nightmare Erikizoku

WANTS

- Ando wants the deck / to teach a lesson.
- Akiko wants to make good on her debt.
- Turbo Nightmare wants seed ¥
- Kenji wants the deck + Akiko



# 5

Swan Song  
EPISODE 27



## Swan Song: Episode 27

\* Give Piani XP (2250xp) / Geoff XP (750xp)

555-111

- in medias res, the characters are on planet Rucina (Anaiansi V11) in the middle of a firefight with 2 rucinian doom-crawler, because why not?

Rucinian Doom-Crawler: AC <sup>(4)</sup> 0; Hp 80 (50% flee or enrage @ 40hp); Saving Throw 9+; AB +7; Dmg 2d10 + phys effect or swallowed; Movement 30'

- > the Swan Song crash-landed and is damaged, the planet's ancient defense system shot is down.  
The PCs need two things:

- ① to get to a nearby village for shelter
- ② to complete their mission: salvaging a computer

} the computer is the "oracle" for the local mutants, who worship its guidance

## The Village

Population: ~1000

Government: Theocracy (worship The Sky God)

Core: Abandoned Missile Launch Base

Tech Level: 0

Tags: Religious Zealots / Pariahs

## Inhabitants

Demeanor: Nervous + Fearful

Colouration: Jaundiced

Skin: Slimy, Patchy

Arms: 2

Eyes: 3, Purple

~~8~~ ~~40~~  
~~66~~  
~~54~~  
~~32~~

Village is led by The High Communicator, who visits the holy chamber to commune with god and get orders from the Oracle. They have no resources, but the computer. The computer contains the location of fuel + supplies.

## Stuff:

Piani - IIII IIII II

(10,000)

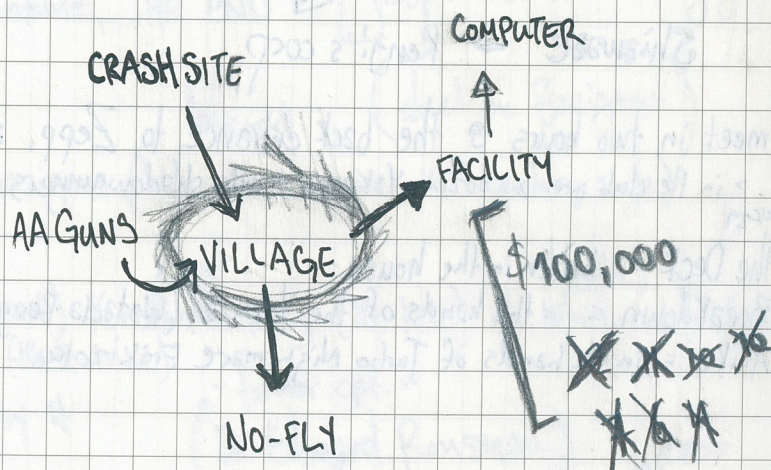
~~10~~  
~~6~~  
~~4~~  
~~2~~

- ① A prisoner, long forgotten. Davis Udoka, a sociologist. Captured by the Villagers.
- ② The No-Fly Zone, the forbidden land where The Computer sends the PCs.
- ③ Fucked up cannibal mutants. AC 7; Hp 10; Saving Throw 12+; AB +4; Dmg 1d8 + 1 (claws) MV 30'
- ④ A straight-up ATOMIC BOMB
- ⑤ Torture ritual (intended for Udoka)

[Hired by Irina Vallejo, of Richardson]

3 days ~ crash  
6 days ~ job

(Killed Akvat)





6

(MOSTLY)  
TITANFALL



Sam - the exchange

10)

Sam - boat shows up (wait until 5:30)

✗ ✗  
✗ ✗ ✗

① PF vs. Royals

② Sicarian betrayed

③ PF vs. OL!

④ Now.

10)

backup mage (former wave mage, now shadowrun)

Yung Tyge

Sicarian AC

Mirrorshades

2

• fox shaman named Goldfish  
(Valley Girl)

503

• Monika, cool German deder babe

• Knight-Knights of Lightninghold

• MESSERKAMPF! (german punk band)

Swan Song: Titanfall

[Company  
→ R]

Mr. Titan

- sword + board
- crazy stims (+3d6 hp)  
+2 to hit

Pfotenbauer is locked in war with  
a ghost from its past. Some think  
Sicarian will doom them, others  
save them.

① Flashback to the briefing room of the PWS All's Fair. a group of young men + women prep for landing on Onintza.

- Pfotenbauer have been hired to fight in the battle for Onintza (between Royals + OL!)
- Titan is Sicarian's senpai, basically

② Titan + Co Arriving in sector, ~~Erik's cousin (or not)~~ <sup>Olaf, son of Olaf</sup> Olaf Olafson shows up, Sicarian explains the rules.

Mr. Catharsis, sent by the Barricade

③ A Pfotenbauer loyalist meets with Higgs to discuss how Sicarian mustn't win.

④ Flashback to Sicarian joining the crew. (w/ Viktor)

⑤ Pi has a meeting with Odette + Piani

⑥ A Pfotenbauer Reformist speaks with Sicarian.

⑦ The Duel!

⑧ Aftermath

⑨ Flashback to Mr. S wife, saying goodbye, etc.

\* Combat/Unarmed Adds To Dmg (+0)

\* Stims! Twitchlock Activators!

↓  
+2 to hit

→ reduce d20 rolls  
on DEX by 1

Ms. Pool, an old adviser, to tell him  
he's supported...

(A gift from Howard,  
of Integrity Stims) applications  
3



7.



**AGE OF  
REBELLION  
ONE SHOT**

PART ONE



# Age of Rebellion

- Rebel cadre trying to free a system from Imperial Control
- Start with stolen Lambda shuttle containing a freed prisoner; Jedi knight Di'Salu
- the prisoner has information about a facility on Sluis Van, whose destruction will aid the coming Battle of Endor
- The PCs will have to go to Ord Mantell (or some other Hutt world) to **NEGOTIATE** w/ a Hutt crime lord for access codes to the Sluissi facility and then go and blow it up
- Di'Salu will be there to hang out w/ Jedi characters)

> flow chart the adventure, a series of it > then statements

- show cool unfinished starships, a weird negotiation w/ a Hutt and some intense battles w/ stormtroopers

## SCENE ONE: ESCAPE

- The PCs try to get away from a bunch of TIE fighters chasing their stolen Lambda shuttle w/ the sprung prisoner, Di'Salu
- basically just zoom zoom pew pew
- if they succeed, hyperspace jump

\* RULES: space combat, pursuit, hyperspace travel

if successful, they escape to the Rebel Base



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**AGE OF  
REBELLION  
ONE SHOT**

PART TWO



# Star Wars: Opening Scene

Post-crawl, let the PCs know where (on the stolen Lambda Shuttle, the Helix) and what (just escaped the Star Destroyer Asphyxiator) and who (with former prisoner and now freed intelligence agent Barem Cha'zi) "who" is chilling out in the passenger area.

- ① You need to shake the TIE fighters who are screaming after you.
- ② You need to get Barem to Ord Mantell to rendezvous with her contact there.
- ③ You need to not die. What do you do?

\* Who is piloting the Helix?

\* Who is on the guns?

\* Who is doing the calculations for the jump to Hyperspace?

Gunnery: 1g2y } dmg as  
Pilot: 1g2y } loss

Boryath Slok'chok (slaver)

Shlop'n

## The Chase

Ay2

diff = 2p @ engaged

Starts @ "Engaged" Range, each round that the Pilot makes a maneuver to get away, test vs. the TIE horde. Winner makes gaps. In short range, the TIES attack. If they get to Extreme+1 they get to safe distance to jump. (Alternately, surviving 5 turns or dealing with the TIE Fighters).

### \*UPLOAD STATS FOR:

▷ TIE FIGHTER

▷ LAMBDA SHUTTLE

▷ TIE PILOT

6 × TIE Fighters (36 hits total, 1 ship/6)  
→ Umber Squadron

Difference in speed = 2

### Minion Rules:

• when using skills, training = number of minions - 1

Slim Jim



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**AGE OF  
REBELLION  
ONE SHOT**

PART THREE



## After the Chase



> [BLK] [BLK] [BLK]

Once the PCs escape, let's cut to hyperspace, where the PCs can meet their guest, Barem Cha'zi.

3 things = ① Zabrak Jedi ② Anger Issues ③ Secretive

Have a little social scene with ① the whole party ② Sam's Jedi

① She's willing to divulge her name, that she was captured stealing Imperial secrets from a courier in the Corporate Sector and that she needs to meet "a contact" on Ord Mantell.

\* Let the PCs make a skill check to earn her trust. If they succeed, spend 6ux for:

+ more background (her father was a "... warrior" killed by one of Darth Vader's personal assassins, she joined to fight tyranny, not get revenge because "poppa wouldn't approve of revenge")

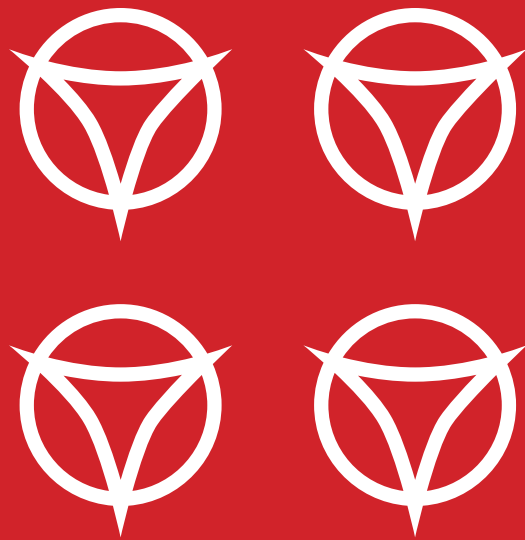
+ more mission details (her contact isn't a rebel but a "third party" whose help she needs cracking encryption on the packet" the data supposedly shows the location of some secret Imperial weapons project)

② She takes [Sam PC] aside to do the whole "the force is strong with you" thing. Let them RP. If he convinces her to trust him (an easy task) she tells him about the rumors that the Imps have a HOLOCRON, a secret cache of ancient Jedi knowledge. She tells [Sam PC] he needs to help her retrieve it.

\* it's a SITH device though, and she's going to harness the dark side to



10.



**AGE OF  
REBELLION  
ONE SHOT**

PART FOUR



## On Ord Mantell

- \* Bounty Hunters in the employ of the Empire, who killed Barem's dad, attack the group when they land. They narco-dart her and attempt to kill the PCs (or capture! for interrogation).

### UPLOAD:

### 3 x BOUNTY HUNTERS

- \* BOUNTY HUNTER (PG 424) (in a junkyard)

If the Bounty Hunters win, the PCs wake up in the cells of the Asphyxiator.

If the PCs win, Barem recovers and tells them the plan...

## CHULTA THE HUTT (UPLOAD: HUTT CRIMELORD 424)

- On Ord Mantell, the Hutt gangster Chulta is just tryna get up in the world. He has some thugs, some slicers, a decent thing going but since the Battle of Yavin things have gotten tough.

- ① In exchange for a favour (blow up a local Imperial depot) he'll crack the codes for the PCs
- ② He keeps Barem prisoner as collateral unless they ace a convince roll
- ③ He calls the cops on them if they're shitty to him.

### Titles etc.

all-mighty Chulta, his excellence, his gloriousness, his most corpulent majesty, magnificent Chulta, merciful Chulta, his kind benevolence, his radiant brilliance, wisest among Hutts, etc.



11.



**AGE OF  
REBELLION  
ONE SHOT**

PART FIVE



# The Mission

[R5-D6]

Dx2

Local Imperial constabulary depot #1138 is where shitty officers go to die. It is home to some of the most corrupt officers this side of Tatooine. Still, they're in bed with the Viper Rats gang and Chulita wants to teach them a lesson.

8 X X

4

10

3/10

Garrison

~~7/12~~ ~~8/12~~

40/12

Officer Brevik

1\* COMPNOR AGENT

12\* STORMTROOPERS

UPLOAD

upgrade 3x1

① Get in ② Get to reactor ③ Blow the Garrison

PC

PC

NPC x 4

\*If they fail, the PCs are captured for Processing on the Asphyx

\*

(Borgoth Slot chok) Shloopin Bupin, ~~Agath~~ ~~Mugucha~~

BOUNTY HUNTERS

① Generate Destiny

② Resolve Conflict

[many bothans died to bring us this stream]

\*Attack!

2) Reveal the real reason for the job (Baram is a Jedi, too, wants the holocron at SV)

→ sith ship

• the weapon is just a bonus

→ ① Bounty Hunters

② Rebel Rendezvous (General Crix Madine)

③ Sluis Van

- starfighters

- destroy the battleship

> Holocron of Darth Revan

It's an older code but it works out



